

Global MMO Games Market Professional Survey Report Forecast 2017-2021

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Abstracts

This report studies MMO Games in Global market, especially in North America, China, Europe, Southeast Asia, Japan and India, with production, revenue, consumption, import and export in these regions, from 2012 to 2017, and forecast to 2021.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

NCSOFT

Activision Blizzard

Electronic Arts

Nexon

Sony Online Entertainment

Giant Interactive Group

Joymax

NetEase

OGPlanet

By types, the market can be split into

Free-to-play

Pay-to-play

Type III

By Application, the market can be split into

Application 1

Application 2

Application 3

By Regions, this report covers (we can add the regions/countries as you want)

North America

China

Europe

Southeast Asia

Japan

India

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Electronic Arts

Nexon

Sony Online Entertainment

Giant Interactive Group

Joymax

NetEase

OGPlanet

Actuate

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